

MULTIMEDIA



UNIVERSITY

STUDENT IDENTIFICATION NO

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MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2016/2017 SESSION

BSE2414 – SOFTWARE ENGINEERING FUNDAMENTALS

(All Section / Groups)

01 MARCH 2017
9.00 a.m. – 11.00 a.m.
(2 Hours)

INSTRUCTIONS TO STUDENT

1. This Question paper consists of 3 pages only (including cover page).
2. Attempt ALL FOUR questions.
3. The distribution of the marks for each question is given.
4. Please write all your answers in the Answer Booklet provided.

Attempt **ALL FOUR** questions.

QUESTION 1

Based on the scenario given below, answer the following questions.

AirAsia Airline Company is a Malaysian low-cost airline headquartered near Kuala Lumpur, Malaysia. It was the largest airline in Malaysia in fleet size and destinations. AirAsia group operates scheduled domestic and international flights to 100 destinations spanning 22 countries. The company wants to develop a software to file up all the customers/passengers complaints related to the flight issues. Their requirements are very well understood and it is going to be a large scale software where it has to accommodate complaints from all the passengers when there is any issue occurred.

- a) Select the most appropriate approach that is suitable for the system mentioned above. Justify your answer. **(5 marks)**
- b) Select the most appropriate general software process model that might be used as a basis for managing the development of the system mentioned above. Justify your answer. **(5 marks)**
- c) Discuss all the stages involved in the model mentioned above. **(15 marks)**

QUESTION 2

- a) Discuss **FIVE** reasons why eliciting and understanding requirements from system stakeholders is a difficult process. **(15 marks)**
- b) During the requirements validation process, different types of checks should be carried out on the requirements in the requirements document. Explain any **FIVE** types of checks. **(10 marks)**

QUESTION 3

- a) Discuss several things that you need to do before developing a system design from concept to detailed, object-oriented design. **(15 marks)**
- b) Differentiate between unit testing and component testing. **(10 marks)**

QUESTION 4

The table below summarizes a group of activities forming a project.

Activity	Duration (days)	Dependencies
T1	10	None
T2	25	None
T3	5	T1, T2 (M1)
T4	15	None
T5	10	None
T6	25	T4, T5(M2)
T7	30	T3,T6(M3)

- a) Define milestone. (2 marks)
- b) Draw activity network diagram. (10 marks)
- c) Define ANY ONE of the graphical visualization of project schedules. (3 marks)
- d) Find the critical path. (10 marks)

END OF EXAM